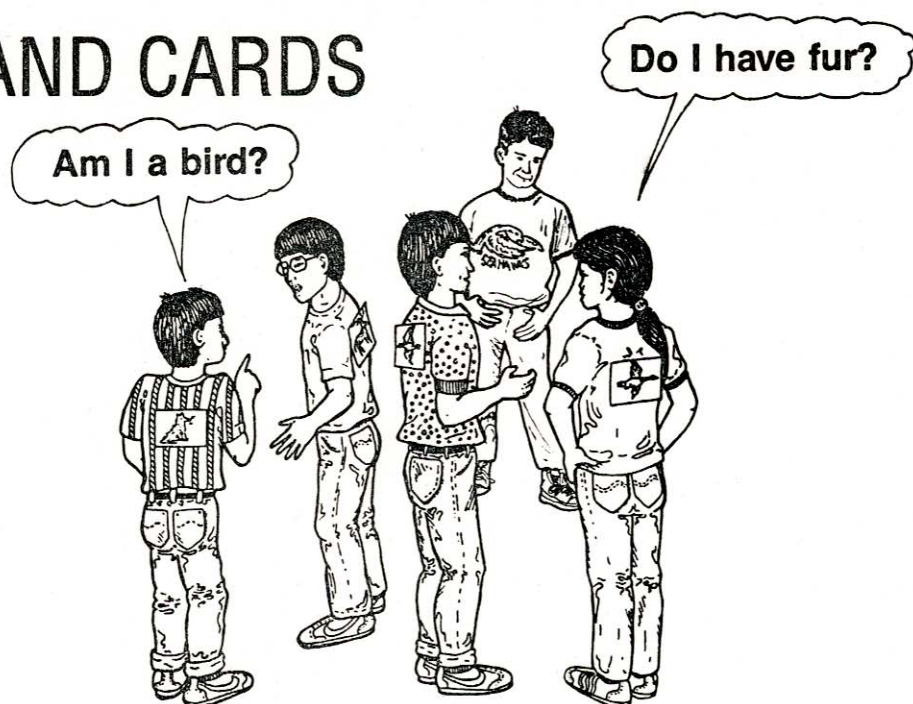


WETLAND CARDS



Objectives

Students will:

1. Become familiar with wetland species and their habitats
2. Learn interrelationships among species

Method

Students use Wetland Cards for activities to become familiar with wetland species and habitat.

Background

On the back of the Wetland Cards are a description of the size, physical description, habitat, predators and food for each species. Younger students may use fewer cards for the activities.

Materials

- Wetland Cards
- Contact paper to cover cards

Procedure

Choose enough cards to equal the number of students. Choose

cards that relate to each other. For instance, you might choose a duck species, its food, and its predators. Give each student a Wetland Card. Each student should then learn about his/her species. For younger students, learning the name is sufficient. Each student then introduces their species and tells some information about it. Older students should tell only facts about their species, to see if the other students can guess the species. (Several activities in each Teacher's Guide require the use of the Wetland Cards.)

Evaluation

Can students identify a species by its picture? Can students identify food and habitat for main species? Can students identify wildlife species and their habitats, foods and predators?

Extensions

1. Tape or pin a card to each student's back. The student cannot look at the cards on their back, but can ask other students 'yes' or 'no' questions about their species until they guess correctly. Or pin a card to one student at a time and have them

ask questions of the class as a group.

2. Make 2 sets of cards to play the game 'concentration.' One set should be drawings of wildlife; the other set should be corresponding cards with the name and information about the wildlife species. All cards are laid face down. Students alternate turning two cards over at a time. When a match is made (card with the name and the card with the correct picture) the student keeps the pair.

3. Play food chain rummy. This game has the same rules as rummy, but students must make a food chain (of three or four cards, depending on the level of the students) to lay down. (Example: eelgrass, goose and fox - fox eats goose, goose eats eelgrass; information about feeding habits is on the cards). When all the cards are gone, the student with the most sets wins.